Encyclopaedia Aristasiana

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# The Culverian Question

Aristasia-in-Telluria is now formally defined as a protectorate of The Motherland. Aristasia-in-Virtualia is the midway point between the Aethyr and Telluria itself, thus forming a vital "bridge" between The Motherland and Aristasia-in-Telluria.

The doctrine of Concentric Circles means that one may give one's loyalty to Aristasia to whatever degree one chooses. While in Aristasia one should behave as an Aristasian to the fullest possible extent, and it is important to understand precisely what Aristasia is.

The Motherland is another world. One in which blondes and brunettes are the two sexes and are capable of reproduction. Purans are not "human" in the earth sense, just as Earth people are not "human" in the Aristasian sense. Purans are not women (*women* are members of one of two sexes of which the members of the other are *men*), they are feminine beings; members of an all-feminine race. We call an all-feminine race *intemorphic* and a race which includes *opposite* (male/female) sexes *schizomorphic*.

Since Operation Bridgehead, Aristasia-in-Telluria — a group of schizomorphic femins on a planet known as Earth — has been adopted by The Motherland as a protectorate, and its members as honorary intemorphs and daughters of the Empress. We are also authorised to use the Aristasian Solar Standard, and to deputise honorary officers into the ranks of the Royal Novarian Aethyr Command. This is an extraordinarily privileged position. The degree of trust shown to a group of poor Children of the Void is almost beyond belief. The grace of the Empress to schizomorph outlanders truly resembles the Divine Grace Itself. And those of us who accept that grace are no longer outlanders.

In the light of this understanding of Aristasia, we need to look at an old misunderstanding. At times the existence has been postulated of a Western colony of Aristasia called Culveria. This has been variously — and quite contradictorily — described. Some have said it was a full colony, owing allegiance to the Westrenne Monarchies and celebrating Dependence Day on July the 4th: others have even pictured it as a republic like Tellurian America.

In fact, the term *Culveria* was coined as a poetic term for America — that is, Real America as opposed to Pit-america — just as early Aristasians sometimes used *Albia* as a term for Real England as opposed to Pit-england, or the Yeek.

The fallacy that there is an "America" in Aristasia, called Culveria, is founded on another fallacy — often propagated by non-Aristasians — that Aristasia is actually an idealised and feminised version of Telluria. If this were the case it may well have been necessary for Americans to have "their own version" of Aristasia. But while, necessarily and legitimately, Aristasians have drawn on elements of Tellurian culture to aid them in the construction of their world, Aristasia has always been a very different world, in some respects parallel to, but fundamentally distinct from, Telluria.

It must be understood that one of the fundamental differences between Aristasia and Telluria — even when regarded as parallel worlds — is that the *rationalist* revolution of the 17th Century (miscalled the "Enlightenment"), which has shaped modern Tellurian thought and culture, did not take place in Aristasia. Aristasian science fiction, such as *The Princess and the Captain*, explores a world in which technics have developed to a high degree, but are seen as an extension of the traditional metaphysical outlook, and are not the result of a revolutionary rationalism.

Even the Classical Aberration of Greece and Rome, with its republicanism, individualism and proto-rationalism, has no equivalent in Aristasia. In Telluria, this aberration was consciously revived at the time of the Renaissance (literally a "rebirth" of the Classical spirit). In Aristasia the traditional view of the world (as upheld by Plato in Telluria against the spirit of his time) continued unbroken.

In Westrenne Aristasia, a spirit of individualism and a weakening of tradition has certainly manifested itself in recent centuries. However the Westrennes have never regarded this as a "progress" or "advance", and have never adopted an attitude of superiority and condescension toward the ancient world or the East. On the contrary, they regard their own "modernism" as a decline from the highest standard and as somewhat regrettable, while at the same time acknowledging that it has made their particular culture possible.

The fact that the most advanced technics in the West have come out of Novaria — the Western nation most closely adhering to the traditional thought of the East — seems like a paradox only to non-Aristasians. To the Aristasian mind, the strong connexion of Novaria with the wellsprings of traditional intellectuality is precisely the reason for its successful adaptation of that intellectuality to the forms and possibilities of the Iron Age.

Again and again one must remind oneself that in Aristasia

technics are not associated with a revolutionary ideology as they are in Telluria, but on the contrary, are seen as the latest application of traditional Intelligence.

Once we have fully grasped this, it becomes clearer why Aristasians-in-Telluria adhere to the cultural forms they do. If some Aristasians prefer traditional English spelling (as preserved in Britain but not America) and all Aristasians prefer traditional weights and measurements (as preserved in America but not Britain), this has nothing to do with being "pro-European" or "pro-American". Aristasians avoid as a matter of principle those forms most associated with the "rationalist" revolution. The metric system in particular was designed as a purely-human, purely rational system of mensuration as opposed to the old proportions, which have their roots in traditional cosmology and numerology. It was forced on Europe by the revolutionary armies of Napoleon and has stood since as a symbol of the rationalistic, anti-traditional spirit.

The "reformed spelling", advocated by Fabians like George Bernard Shaw in Britain, and partially introduced into America by the spelling reformist Noah Webster, is associated with the same ideology but is a much less important symbol. Thus, while spelling is a matter of personal choice, it really would be rather a gaffe to use metric measures or centigrade temperatures in Aristasian company.

In matters of polity, the concepts of republicanism and democracy are unknown in Aristasia, as they have never existed either in its ancient or its modern worlds. The concept of the Golden Chain of Thamë running from Heaven through the Empress, down to the humblest of her subjects is fundamental to Aristasian thought, life and culture. Republican ideas are a revolt against tradition of a kind that simply could not exist in Aristasia without its becoming an entirely different sort of place. Indeed, since this revolt against tradition is of a wholly unbalanced-Vikhelic and discordant nature, it is probable that it could only take place in a patriarchal society, and that no aberration that arose from an intemorphic people could ever take this particular form.

Again, this should not be seen as having anything to do with a European as opposed to an American outlook. From an Aristasian point of view the idea of a Queen as a mere decorative figurehead, with authority deriving (in theory) not from the highest level but from the lowest — the mass of the people — would be almost as absurd as republicanism itself. Either system is a pure inversion from the Aristasian point of view.

We should also add at this point that Aristasia does *not* espouse any particular Tellurian "political ideology". That democracy is an absurdity in an Aristasian context does not say anything either for or against it in the context of current

Telluria, where conditions are entirely different and the Golden Chain — certainly in the West — is probably irreparably broken; and where the masculine lust for power will inevitably corrupt traditional forms of government. What form of government is suitable for late-patriarchal Telluria is absolutely no affair of Aristasia's.

We wish to state here the policy of the Bridgehead High Command that *Aristasia neither favors nor opposes any Tellurian party, government or system of government. It supports no Tellurian race, nation religion or people against any other. Aristasia is formally neutral on the subject of all foreign politics.*

It is true that in order to help Tellurian girls "place" current Tellurian ideas from an Aristasian standpoint, some commentary has to be made at times, but this should be regarded as "academic" and not as advocating any course of action in relation to Telluria. Tellurians with their tendency to see all ideas in terms of "political ideology" applicable to their own "current affairs" may find this alien. Let them understand that Aristasia is alien to them.

Aristasia is not England. Aristasia is not America. Aristasia is not Germany or France or China or Japan or India. Aristasia-in-Telluria holds itself free to take high and noble, good and beautiful things from Tellurian cultures in order to strengthen its manifestation in an alien world. But Aristasia in Telluria is always, first and foremost, the child of Aristasia Pura: the Holy Motherland that is not of this earth.

*May Dea bless the Motherland*

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